

A VIDEO GAME CARTRIDGE FROM

 **PARKER BROTHERS**

JAMES BOND™ **007**

**FOR ATARI VIDEO COMPUTER SYSTEM™
AND SEARS VIDEO ARCADE™**

James Bond likeness and related material © 1984 Eon Productions Ltd.
Glidrose Publications, Ltd. 1984. All rights reserved.
Rules © 1984 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot.
2. Since this is a one-player game, plug a joystick controller firmly into the LEFT controller jack.
3. Turn the ON/OFF switch to ON.
4. Set the TV TYPE switch to COLOR (even if you're using a black and white TV).
5. Press GAME SELECT to choose either the NOVICE (easy) or AGENT (expert) difficulty levels.
6. Press the FIRE button or GAME RESET to begin.
Three of the five remaining crafts appear in the lower left corner of the screen. Your score appears at the top.

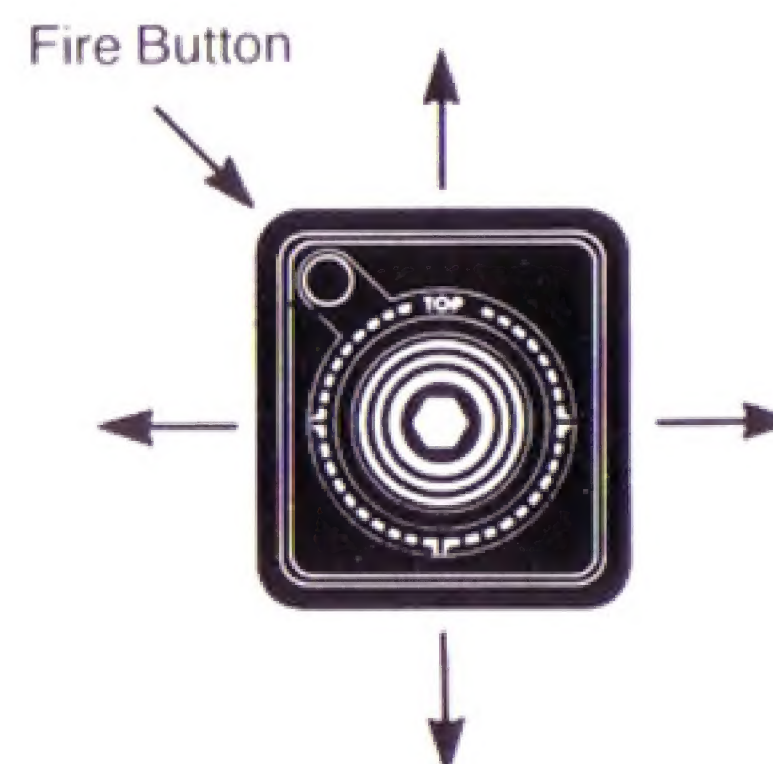
At any time during the game, you may press GAME SELECT to begin again, starting with the difficulty options. Press GAME RESET, and you'll begin again with the first adventure.

Also, you may stop the action by setting the TV TYPE switch at B-W. To restart the action, set the switch at COLOR.

THE JOYSTICK CONTROLLER

The joystick controls Bond's specially designed multi-purpose craft. The craft moves **forward** with a right motion and slightly **back** with a left motion. An **up or down** motion causes the craft to jump or dive. In either case, gravity or buoyancy returns the craft to a water or land surface line.

Each press of the FIRE button either lobbs a bomb to the bottom of the screen or fires a fixed angle shot to the top of the screen. These are released alternately.



YOUR ITINERARY, MR. BOND

In this game, you are Bond. James Bond, 007, the world's most famous secret agent. Renowned for your cool and confidence (not to mention your biting wit), you've been selected by the British Secret Service for three clandestine, utterly critical, and nearly impossible missions.

These will be accomplished at the controls of a specially designed multi-purpose craft that boasts extraordinary capabilities. It has the properties of a car, a plane, and a submarine. And it's equipped with the latest weaponry. We think you'll find it more than adequate.

In brief, Mr. Bond, this is what lies ahead. First stop, Las Vegas in *Diamonds Are Forever*. No casinos, here. Rather, you've got to cross the desert in the dead of night. *A very romantic place, indeed, when you're not being shot at.*

In *Moonraker*, you'll recognize your old nemesis Hugo Drax and his poison satellites. From your position on the lake, you must stop the satellites from ever reaching Earth.

We know you like a change of scenery, Bond, so the next stop is Sardinia in *The Spy Who Loved Me*. Stromberg's underwater laboratory is your destination in this one. We're confident you'll know just what to do when you reach it.

Oh, about the details, read on. We want you to be prepared for the assault . . . frogmen, missiles, submarines and the like. Not to worry. Good luck, Bond. And Bon Voyage!

DIAMONDS ARE FOREVER

Mission: Land on Seraffino's Oil Rig and Rescue Tiffany Case

There's lots of glitter in this adventure. But all that glitters is not gold . . . it's diamonds and Seraffino's got them! Black market jewelry scheme you're thinking? Wrong. When attached to a communications satellite, the stolen rocks can harness solar energy, create a laser blast, and destroy targets on the Earth's surface. Therefore, Bond, you must get Seraffino. You'll find him on an oil rig off the Pacific coast. There, he controls the diamond satellites' guidance system.

By the way, Bond, Seraffino's holding your . . . uh . . . assistant, Tiffany Case. We believe she's desperately in need of rescue.

The Desert

First you must travel rugged desert terrain in the dead of night. The desert is filled with treacherous, glowing craters that you must jump over—or else be swallowed into its boiling radioactive material!

The Satellites

As satellites pass overhead, they'll drop lasers that will destroy you on impact. Your driving skills will be of the utmost importance in avoiding lasers since it's impossible to destroy the satellites.

The Helicopters

You'll notice, Bond, an occasional helicopter overhead. Sorry, old boy, it's not one of ours. That search light is looking for you . . . and when it finds you . . . the chopper drops a bomb. So don't be a sitting duck!

The Diamonds

Giant diamonds hang in the night sky. Hit one with your fixed angle shot to light your way (and to score points). And remember that only by the light of a diamond will you be able to see Seraffino's oil rig once you reach the ocean.

The Ocean

When you reach the ocean, continue to light the sky by hitting diamonds. Remember, you're looking for the oil rig. Helicopters and satellites are still active, too. This time, however, satellites drop lasers that cause a radioactive splash. Get caught in one, and you've splashed your last.

The Mechanical Frogmen

Seraffino's ultimate ocean weapons are his mechanical frogmen. They may look like marine biologists, Bond, but actually are robots designed to create a radioactive splash upon sensing the vibration of approaching crafts. So either clear the splash by jumping over it—or get the frogman first. A most difficult maneuver, even for you, Bond!

The Oil Rig

Seraffino's oil rig will be silhouetted against the sky when you hit a diamond. When it appears, **move your craft just to the left of the rig, straight up over the top of the derrick, then down to land on the helipad.** When this happens, you've stopped Seraffino and saved Tiffany Case!

Important:

If you've already sighted the oil rig but are unable to hit a diamond as you get closer, dive under the oil rig quickly to avoid crashing and try again on the next one. Unless, of course, you can land successfully in the dark! Hint: As you approach the oil rig in the dark, your fixed angle shot will disappear right after firing. Take this as an immediate warning!

Completion of this mission brings you the next with your remaining crafts.

MOONRAKER

Mission: Destroy Three Spinning Satellites

Billionaire industrialist Hugo Drax has concocted the ultimate scheme in international espionage: the depopulation of the Earth in order to recolonize it with his super-race. The destruction will occur through Drax's poison satellites that rotate through space. As they spin through the night, you must attack them from your vehicle's position on, above, or beneath the lake's surface. A deceptively difficult task.

Space shuttles

Another of Drax's brilliant but dastardly inventions is the Moonraker fleet of space shuttles. Launched from the bottom of the lake, they will destroy you on impact. And remember this: when a space shuttle rises into orbit toward the top of the screen, it turns into a poison bomb and falls back down again. If you're **above** the water surface when it turns into a bomb, your craft is finished. How to handle a space shuttle? Blow it out at its launch position, dodge it and submerge before it becomes a bomb, or shoot it down in flight. And stay clear of the poison bomb when it hits the surface line and explodes—unless you can shoot it down first!

Submarines

Drax has sent a fleet of torpedo submarines to patrol the depths. The torpedoes are fired from behind so avoid them or destroy them before they destroy you. Better yet, try to get the subs before they fire at all!

Completion of this mission brings you the next with your remaining crafts.

THE SPY WHO LOVED ME

Mission: Destroy Stromberg's Undersea Laboratory

Shipping magnate Karl Stromberg uses huge oil tankers to swallow nuclear submarines right out of the water. It just so happens he's captured a British sub not to mention your fellow agent Anya Amasova. Stromberg must be stopped for good. You'll find him in his undersea laboratory off the coast of Sardinia.

Rockets

Stromberg has rigged the ocean floor with rapid rockets that rise into the air, turn into fire bombs, and explode on the surface line. So stay clear of the rockets, shoot them down in flight, or bomb them out at their launch position. And eliminate or avoid the fire bombs, too.

Submarines

Like Drax, Stromberg has also sent a fleet of torpedo submarines to get you. As you well know, they're killers, Bond. But you've escaped them before and you can do it again!

Helicopters

Stromberg has sent his trigger-happy chopper pilots on a bombing mission . . . and you're the target. By the way, Bond, like Seraffino's, these choppers are indestructible, too.

Oil Tankers

When you see one of Stromberg's oil tankers, dive under it. It's simply planted as an obstacle in your path.

The Undersea Laboratory

When you see Stromberg's laboratory at the bottom of the screen, lob a bomb onto it. The explosion will release a capsule that carries Anya Amasova. Swoop down and touch the capsule and your mission is accomplished. Stromberg is destroyed and Anya is saved. If you should miss the laboratory (or the capsule), try again with the next one.

Note: You must touch the capsule within four seconds. Otherwise, you must try again. Also, if the capsule floats away from you, lob a bomb onto it to make it float back again.

Completion of this mission ends the game.

END OF GAME

The game ends when you complete the last mission or when you lose the last craft. In either case, you'll receive your final score. The following screen shows a number at the top. This is your AGENT RATING.

AGENT RATING

The British Secret Service rates each of its agents on his or her performance at the end of each game. Our rating method is computer-analyzed and highly confi-

dential. (*Enemy agents must never learn our training secrets!*) The highest rating in NOVICE is 006. The highest rating in AGENT is 007, of course!

SCORING

Your score is displayed continuously at the top of the screen. Your final score appears at the end of the game.

Targets	Points
Diamond	50
Frogman	200
Space shuttle	200
Poison bomb	100
Submarine	200
Torpedo	100
Spinning satellite	500
Rapid rocket	100
Fire bomb	100
Mission accomplished	5,000

If you should have any difficulty operating or playing JAMES BOND 007, call our Electronic Service Department at these toll free numbers:

In Massachusetts	1-800-892-0297
All other states	1-800-225-0540

(not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, L4K 1B7.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident; misuse or abuse.


REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or

repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

 **PARKER BROTHERS**